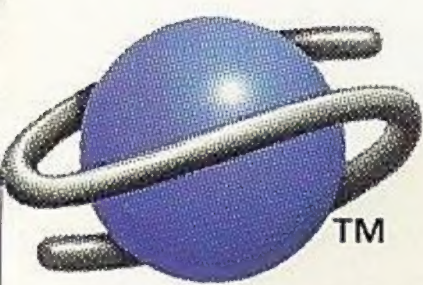


SEGA™

SUNSOFT®

GALAXY FIGHT



SEGA SATURN™



T-1504H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNINGS TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy Games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



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Once in a thousand years, the ancient texts say, a god takes physical form and appears in the galaxy. According to the time keepers of the planet Denius in the Milky Way system, the 1000th year has arrived. The god that the galaxy has been waiting to greet has arrived. But he is not a being of light. He is the god of Evil and controls the powers of darkness.

He calls himself "Felden Cryce".

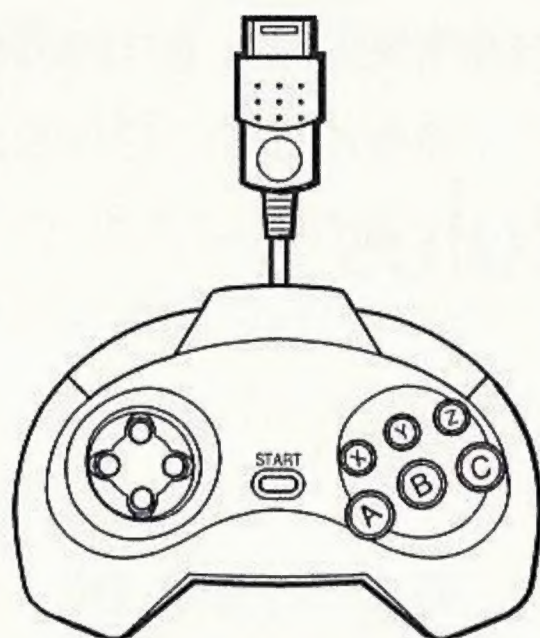
He is endless, all encompassing, all powerful, and with his power, he desires to rule the Galaxy.

No one stands before the dark power of this super being. The races of the galaxy can only suffer in silence and wait for a savior to come...

STARTING UP



Sega Saturn Unit



Control Pad



**Sega Saturn Unit,
Control Pad, and CD**

Place the Galaxy Fight CD in the well of the CD tray, face up, and turn on the Sega Saturn. After the introductory screens, the title screen appears.

When the Title screen appears, press Start to see the game modes. Press the D-Pad to cycle through the mode choices and press start to select a mode.

GAME START

Select this option to enter the 1-Player game mode. Pick a fighter and challenge the CPU in a series of battles for the chance to defeat Felden Cryce and restore peace to the Galaxy!

VS MODE

This option is a 2-Player, one-match battle. Players pick their fighters and test each other's battle skills. The winner returns to the Player Select screen. Press Buttons A, B and C and Start simultaneously to return to the Title Screen.

SPECIAL COMMAND MODE

Set Button X or Button Y for any of a fighter's Special Attacks.

OPTION

Change various game settings in this mode.

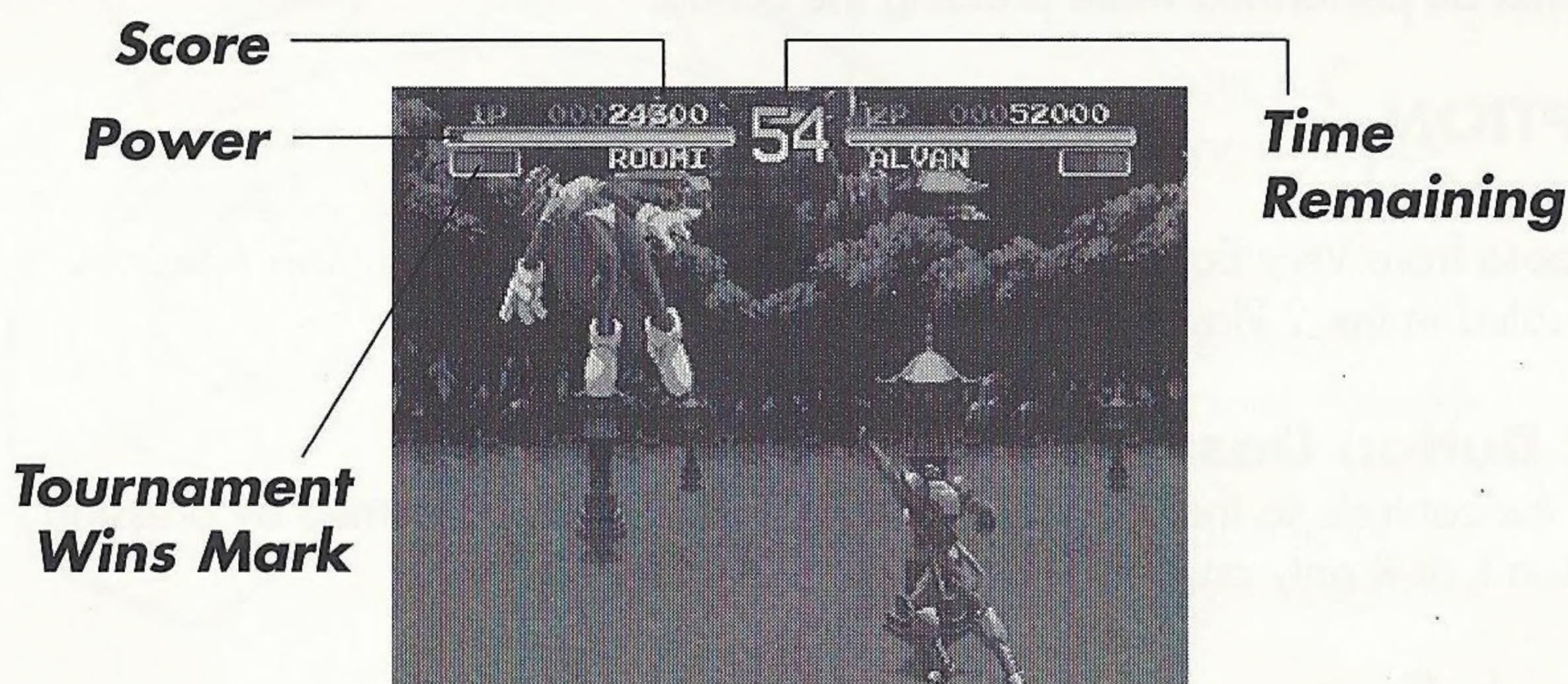
Note: To fight in 2-Player battles, a second Control Pad is needed. Make sure to insert Control Pad 2 in Control Port 2 before turning on your Sega Saturn unit.

Power: Indicates how much damage the fighter has received in the current battle. As the fighter is hit, the Power level decreases. When the bar reaches zero, the fighter loses the round.

Score: Shows the current score for the battle. Each successful attack increases the fighter's score. When the fighter wins the round, any remaining power and time remaining is converted into additional score points.

Time: Shows the amount of time remaining in the round. If the time runs out before one fighter is defeated, the amount of power each fighter has remaining is used to determine the winner of the round.

GAME SCREENS AND RULES



Tournament Wins Mark: One mark is given for each round that fighter has won. If a fighter wins two rounds in a row that fighter wins the Tournament, and goes on to face the next opponent. If there is no winner after three rounds, a final round is played to determine the winner.

THE GAME MODES

GAME START (ONE PLAYER ONLY)

Pick a fighter from the Player Select screen, and start the battle against the CPU. Use the D-Pad to cycle through the fighters displayed on the screen, and press Start to select a fighter.



Mid-Match Challenge

This allows a second player to enter the battle mid-match. Press Start on Control Pad 2, select your fighter and get started! The winner of the match goes on to face the CPU in the remaining battles.

To Continue

If a player loses a match, the Continue screen appears, and a timer begins a countdown. Press Start before the timer reaches zero to continue the battle.

VS MODE (TWO PLAYERS)

Player One and Player Two select fighters from the Player Select screen, and the match begins. The winner returns to the Player Select screen. Pressing Buttons A, B and C and Start returns you to the Title Screen.

SPECIAL COMMAND MODE

Set Button X or Button Y to perform Special Attacks. From the Command Select

screen, cycle through the possibilities and press either Button X or Button Y to set it to perform that special Attack. Remember that Button X or Y special attacks cannot be performed while pressing the D-Pad.

OPTION

Level Select

Choose from Very Easy, Easy, Normal, Hard and Very Hard. This option is disabled in the 2 Player mode.

LR Button Dash

Set the controls so that Dashes and Backsteps can be performed by pressing Button L or R only once.

Music Test

Listen to the BGM tracks used in the game.

Sound Mode

Select to hear sound in Monaural or Stereo sound.

Exit

Select this to return to the Title screen.

Note: The commands shown are for a character attacking from the right side of the screen.

TAKE CONTROL!

Light Attack

The attack does less damage, but is fast and easily repeated.

Strong Attack

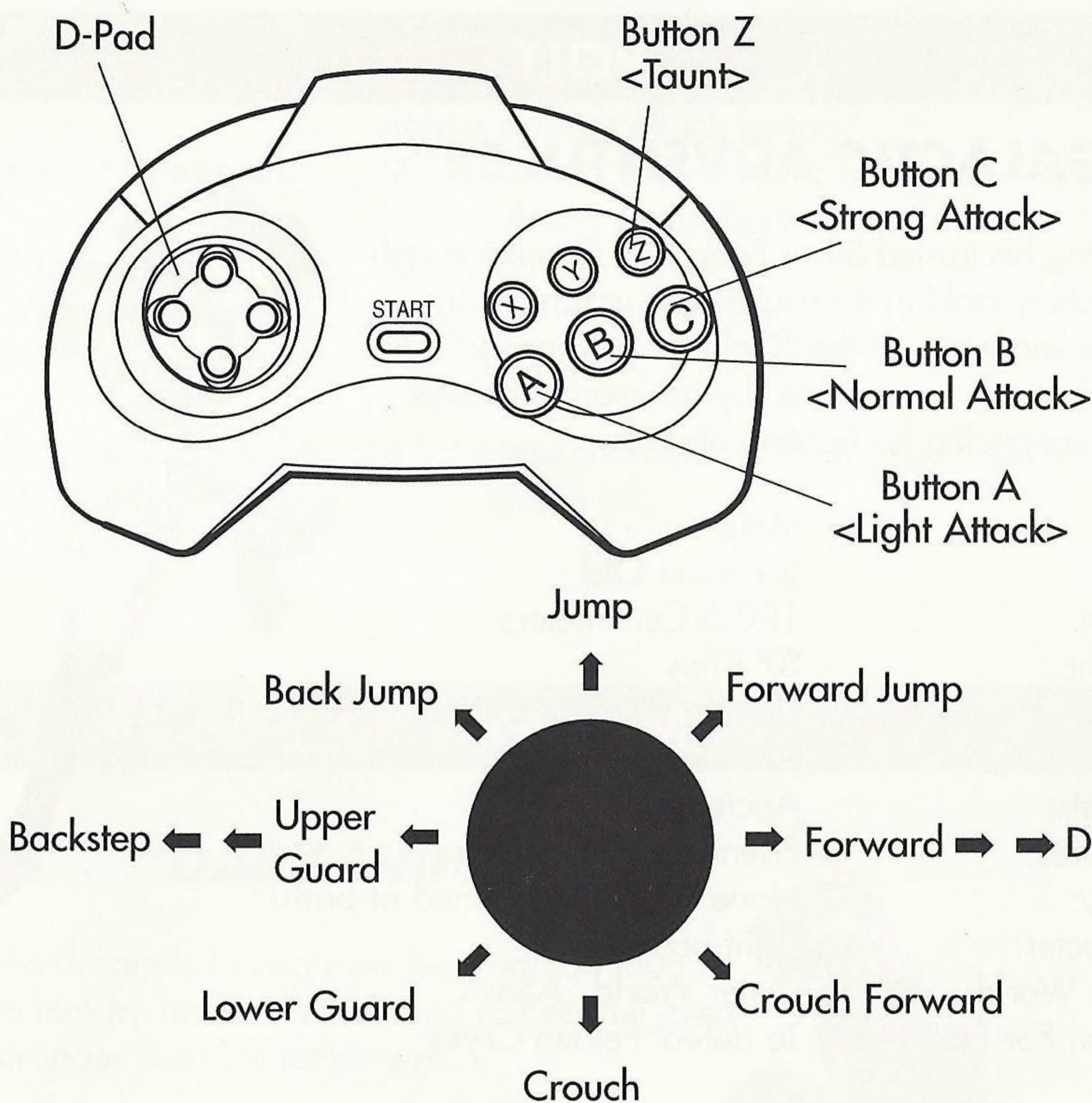
This type of attack is powerful, but takes time to complete.

The Normal Attack is between Light and Strong in terms of speed and damage.

Guard

Press the D-Pad back. (Guarding is impossible mid-jump.)

Guards are used to protect against attacking opponents. Bear in mind that the upper guard does not protect against kick attacks, and that the lower guard does not protect against jumping attacks. Also note that if you guard against a special attack, you will still incur a certain amount of damage.



Dash

Press the D-Pad twice in the direction of the intended dash. If no attack is performed during the dash, the fighter only runs into the opponent, and no attack is incurred. Pressing the D-Pad twice in the opposite direction of the attack stops the fighter suddenly. If not pressed in time, the fighter bumps into the opponent, and if the fighter is performing an attack mid-dash, the attack is performed automatically.

Note: Special attacks performed mid-dash have 1.5 times the normal strength, and penetrate the opponent's guard.

Back Step

Press the D-Pad twice in the direction of the intended backstep. This places some distance between you and the opponent, giving you some "breathing room."

Flying Flurries/Auto Follow

After performing an attack against an opponent, follow it up with a flying attack to continue the fight. Press the D-Pad after an attack to perform an automatic follow-up attack against the opponent.

ROLF

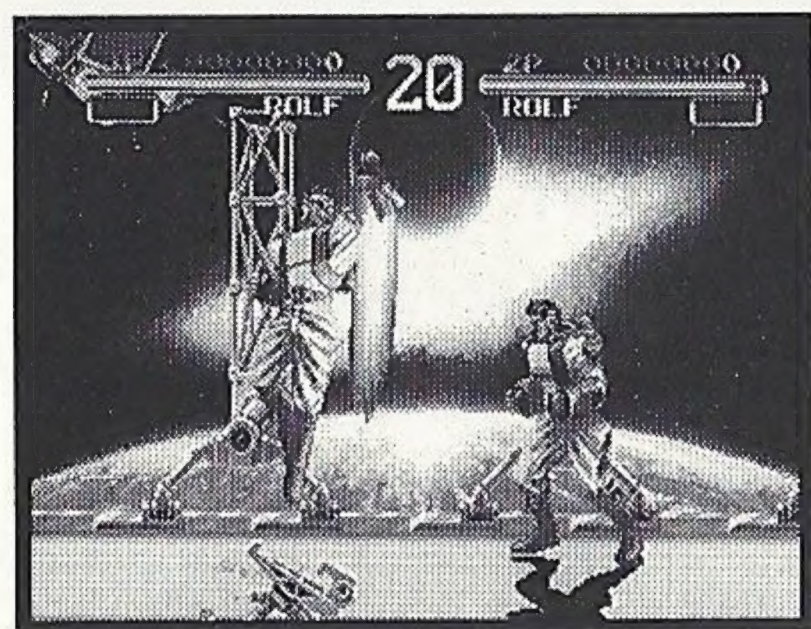
"GALACTIC ADVENTURER"

Carrying his trusted Silver Pack, Rolf travels through the Galaxy looking for excitement, which is why people know him as the "Galactic Adventurer". His special attacks are assisted by an internal Booster pack, enhancing his fighting abilities.



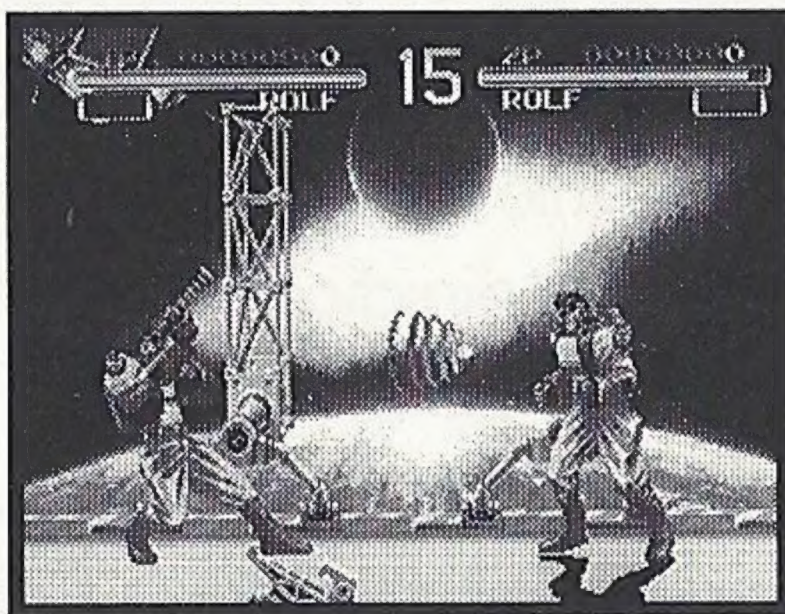
Sex:	Male
Age:	25 Years Old
Height:	180.5 Centimeters
Weight:	87 Kilos
Likes:	Driving, Target Practice, Galactic Travel
Hates:	Loneliness
Interests:	Ancient Archaeology
Treasures:	Friends and Memories
Family:	None (Was abandoned at birth)
Character:	Light-hearted
Home World:	Outer World "Atlas"
Reason For Entering:	To defeat Felden Cryce

SPECIAL ATTACKS



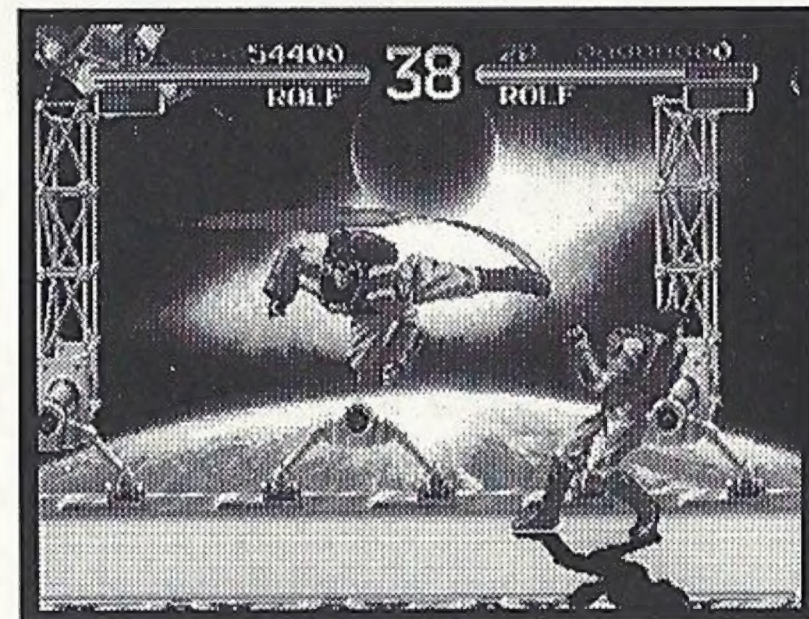
Planet Breaker

→ ↓ ↘ + attack button



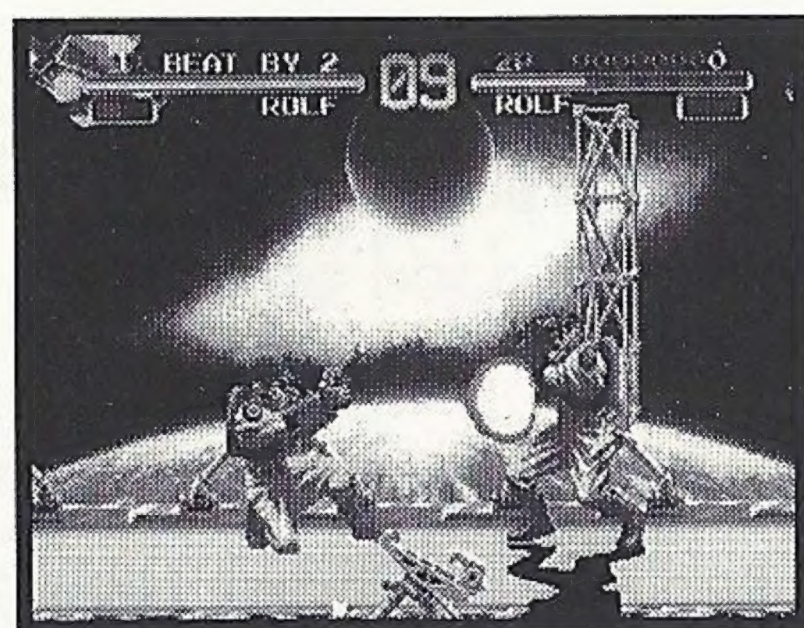
Rolf Shot

↓ ↘ → + attack button



Rapid Crush

↓ ↙ ← + attack button



Kneeling Rolf Shot

← ↙ ↓ ↘ → + attack button



Striking Napalm

Roll thumb once around D-Pad + attack button

SUPER ATTACKS

Boost Overdrop

Move close to opponent, and press D-Pad left or right + normal attack button

Boost Pressure

Move close to opponent, and press D-Pad left or right + strong attack button

Comet Tail

↘ + light attack button

Stardust Arrow

↘ + normal attack button

Metro Launcher

↘ + strong attack button

All attack commands are for when character is facing right. Reverse commands when character is facing left.

KAZUMA

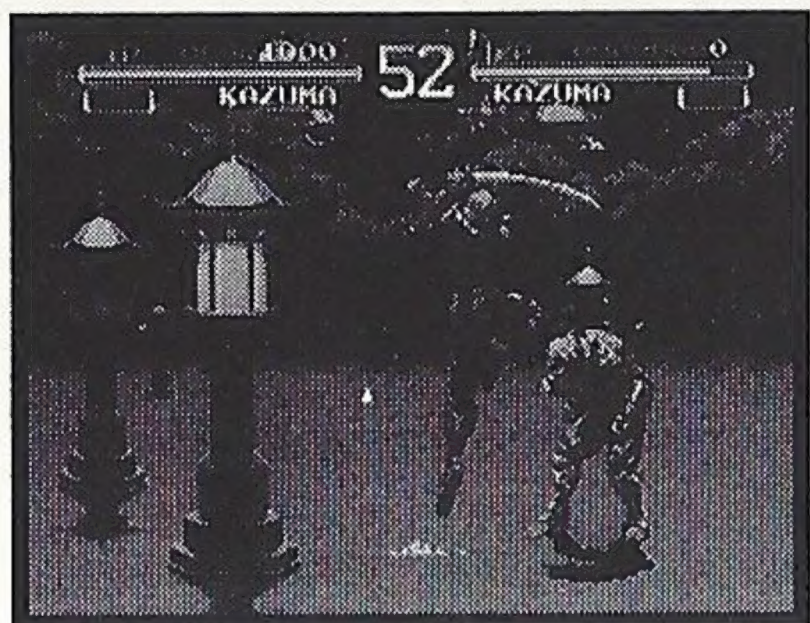
"DARK WIND"

His dream is to carry on the tradition taught to him by his late father, and to become even stronger than his father was.

Sex:	Male
Age:	25 Years Old
Height:	180. Centimeters
Weight:	81 Kilos
Likes:	Silence, Swordfighting, Twilight
Hates:	Noisy people
Interests:	Calligraphy
Treasures:	His Sword (given to him by his father)
Family:	Father, Mother, Older Brother (named Takuya)
Character:	The Silent Type
Home World:	Outland Systems
Reason For Entering:	To hone his fighting skills

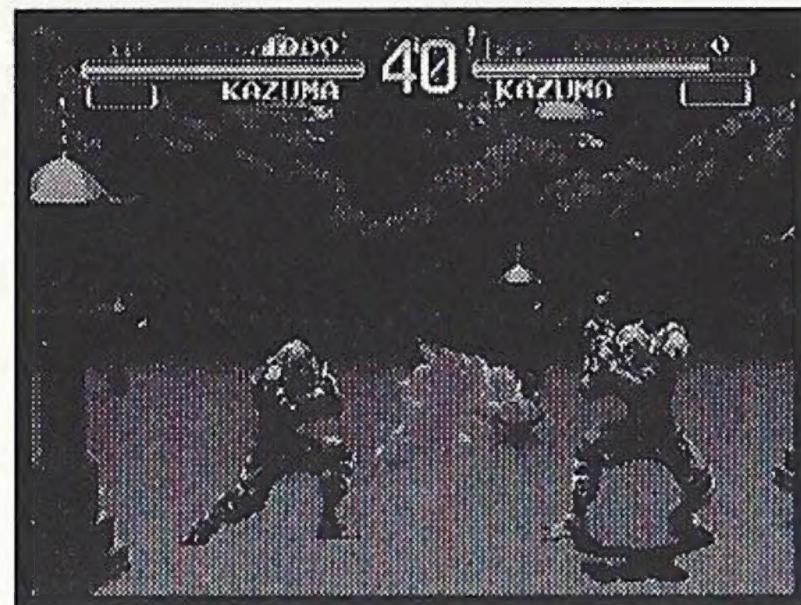


SPECIAL ATTACKS



Tiger's Wind

→ ↓ ↘ + attack button



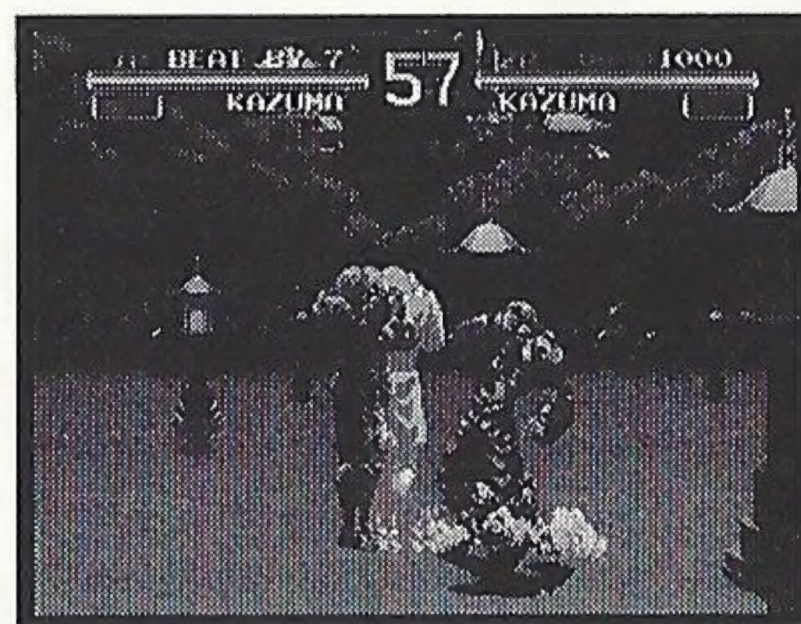
Shadow Ninja

↓ ↘ → + attack button



Killer Tornado

↓ ↗ ← + attack button
(also possible during jump)



Spinning Wind

→ ← ↗ ↓ ↘ → + taunt
button when close to
opponent

SUPER ATTACKS

Demon Attack

Move close to opponent, and press D-Pad left or right + normal attack button

Mizuchi

Move close to opponent, and press D-Pad left or right + strong attack button

Tensui

↘ + light attack button

Baso-Hanshu

↘ + normal attack button

Chiko-Kagetsu

↘ + strong attack button

All attack commands are for when character is facing right. Reverse commands when character is facing left.

JURI

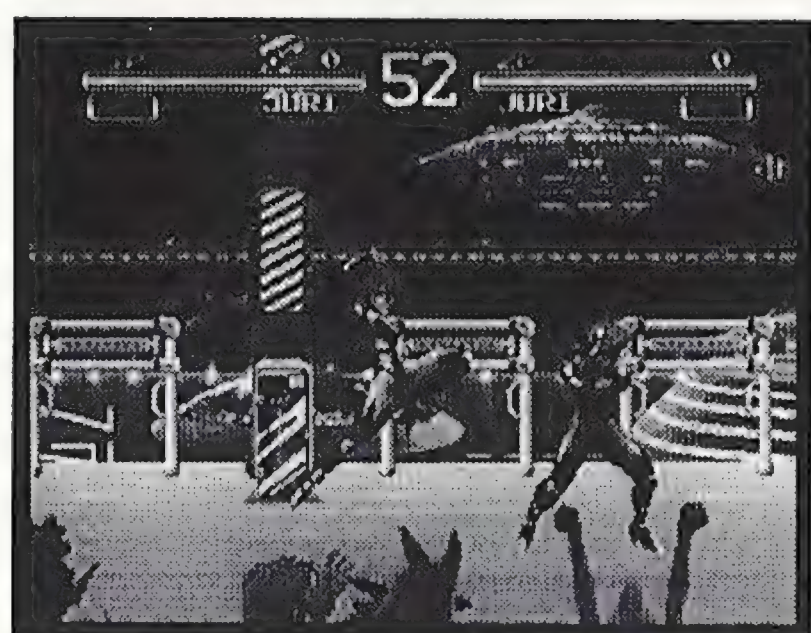
"FINEST GALACTIC ROBBER IN THE GALAXY"

Power and beauty both in this famous galactic robber. Her speed and kick attacks make her hard to defend against.

Sex:	Female
Age:	23 Years Old
Height:	165 Centimeters
Weight:	49 Kilos
Likes:	Red Wine
Hates:	Broken promises
Interests:	Fashion Design
Treasures:	Herself
Family:	Passed away when she was young
Character:	Hard
Home World:	Unknown
Reason For Entering:	Search for eternal life

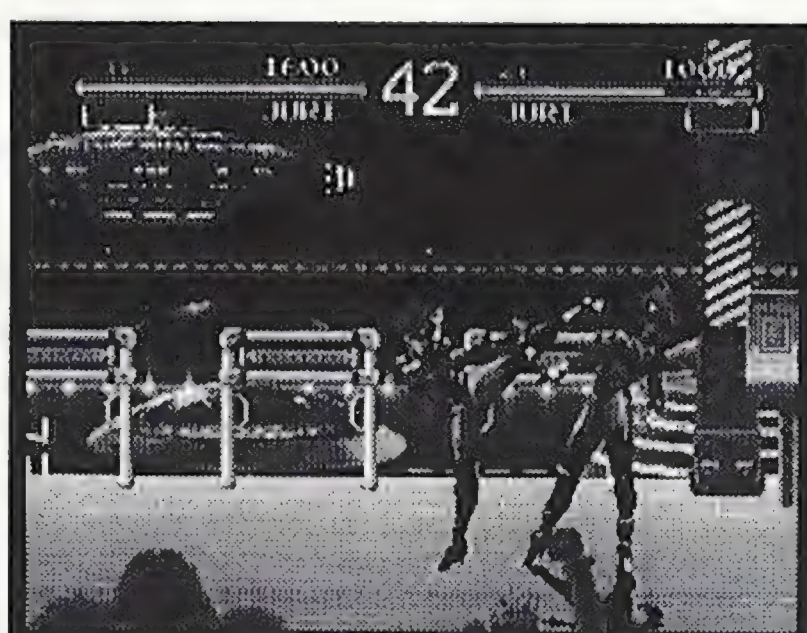


SPECIAL ATTACKS



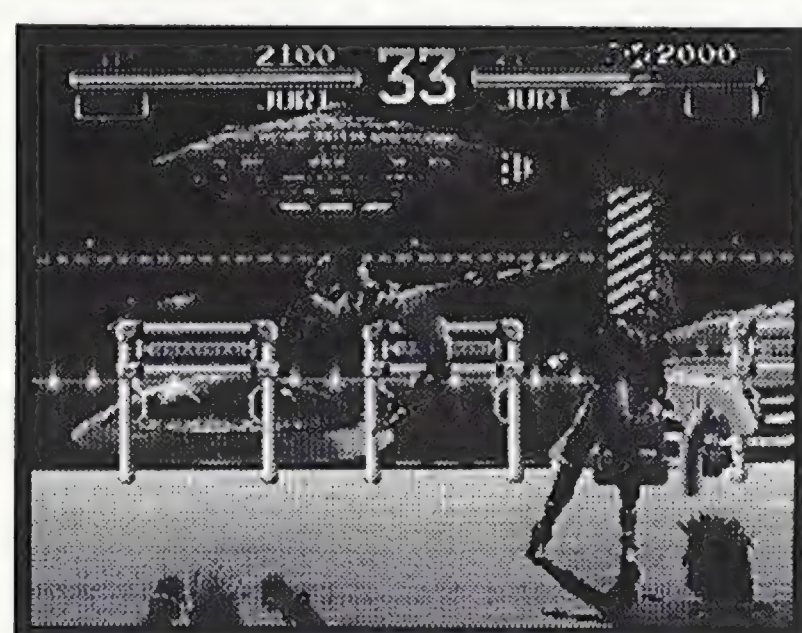
Laser Stroke

→ ↓ ↘ + attack button



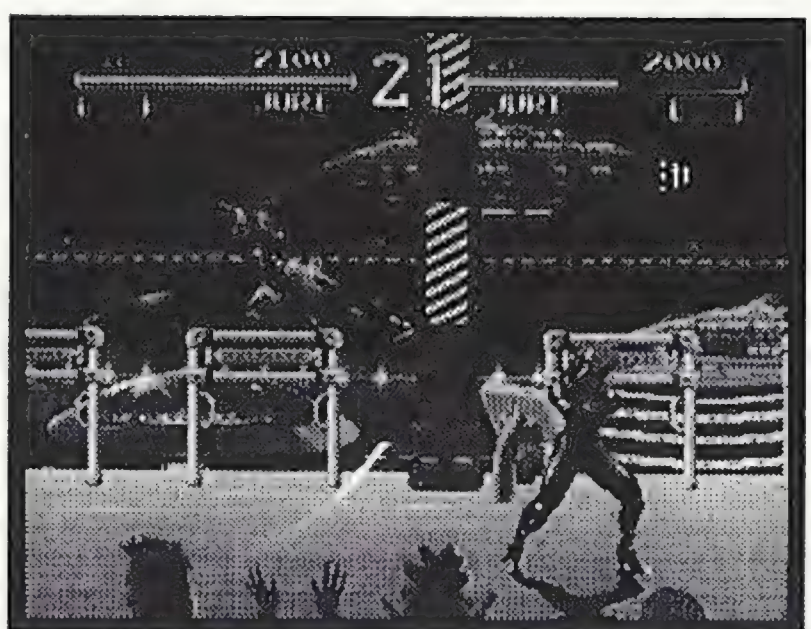
Rolling Slicer

↓ ↘ → + attack button



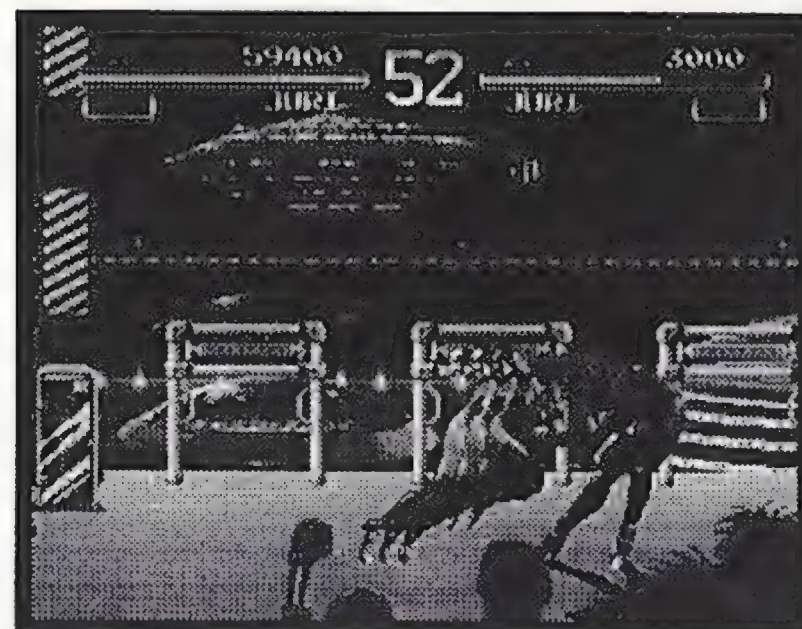
Somersault Kick

↓ ↙ ← + attack button



Needle Shot

← ↙ ↓ ↘ → + attack button during jump



Galactic Cyclone

→ ← ↙ ↓ ↘ → + light, normal and strong attack buttons together.

SUPER ATTACKS

- Grand Dump**

Move close to opponent, and press D-Pad left or right + strong attack button
- Air Dump**

Move close to airborne opponent, and press D-Pad left or right + strong attack button
- Jarring Elbow**

← + normal attack button

All attack commands are for when character is facing right. Reverse commands when character is facing left.

ROOMI

“I’M GONNA BE A STAR!”

She left her home to seek fame and fortune. Her unusual movements and fighting style make her a challenging opponent.

- Sex:

Female
- Age:

Unknown
- Height:

160 Centimeters
- Weight:

52 Kilos
- Likes:

Boiled Crab Brains
- Hates:

Creatures with claws
- Interests:

Singing
- Treasures:

Her Galactic radio (but lost it anyway)
- Family:

Father-Roota, Mother-Roosa, Younger Brother-Roona (Rooni’s twin), Younger Sister-Rooni, Older Brother-Rooto (Rooni’s other twin).
- Character:

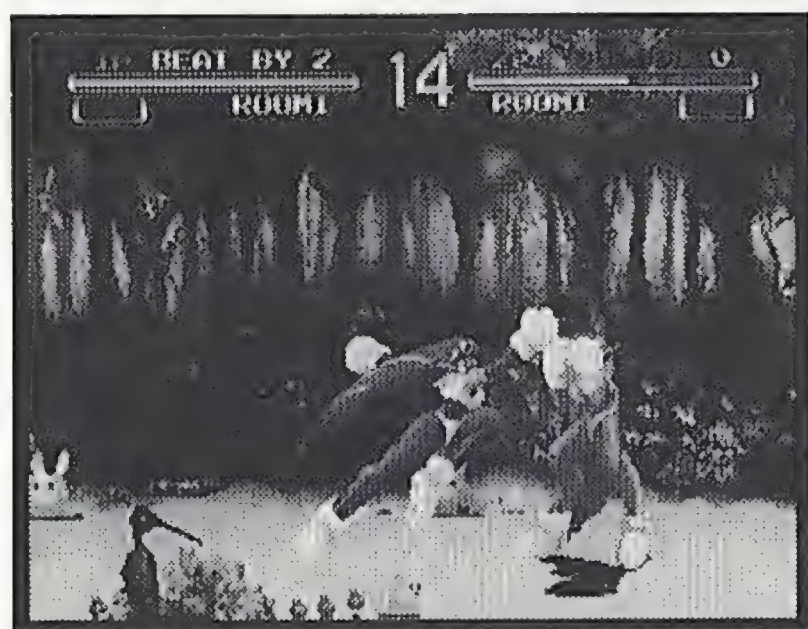
Cheerful and flaky
- Home World:

Rootesia
- Reason For Entering:

To be famous

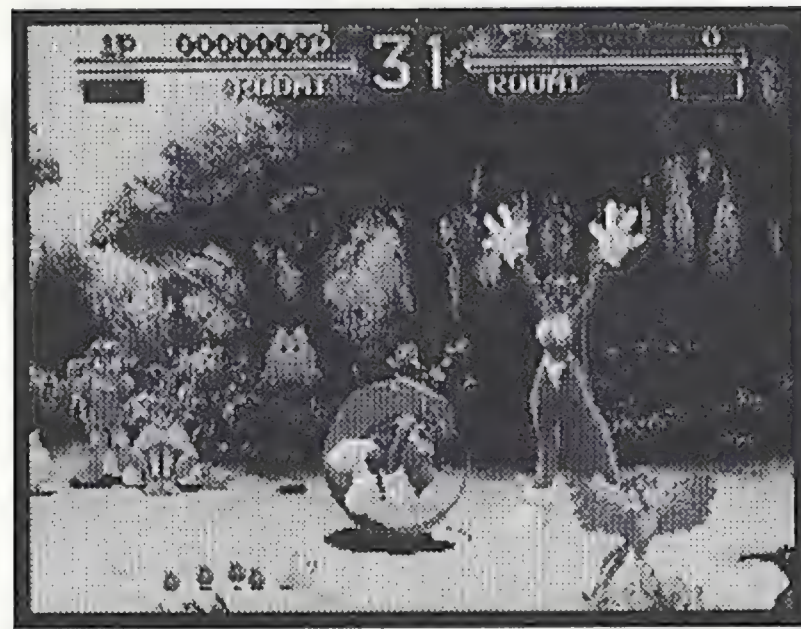


SPECIAL ATTACKS



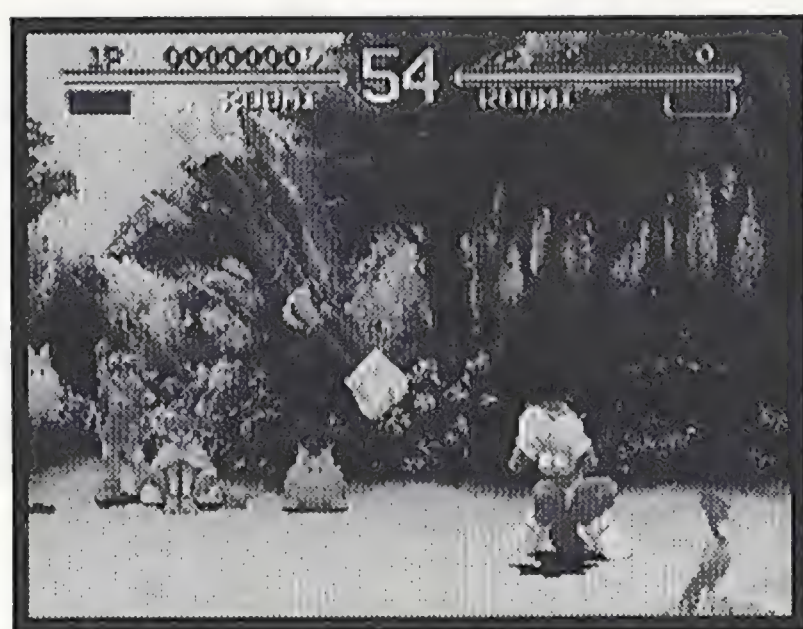
Rapid Blow

↓ ↘ → + attack button (can be done up to 3 times in a row)



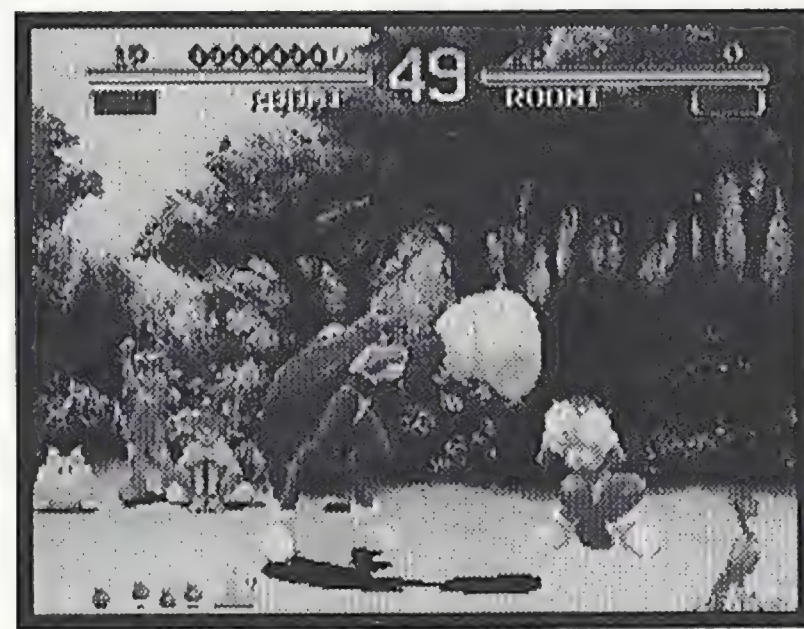
Rolling Crush

← Hold → + attack button



Rolling Bomber

Light, normal and strong attack buttons together during jump



Giant Knuckle

Roll thumb once around D-Pad + attack button

SUPER ATTACKS

Supercollider

Move close to opponent, and press D-Pad left or right + strong attack button

Star Punch

D-Pad down + strong attack button during jump

All attack commands are for when character is facing right. Reverse commands when character is facing left.

GUNTER BULLCE

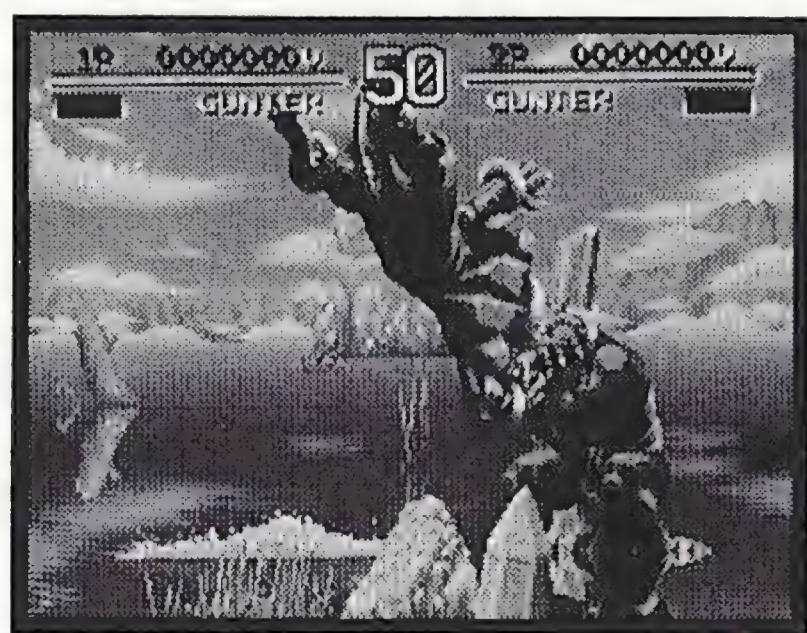
"THE CHOSEN KNIGHT"

He comes from the famed Clan of Knights. He has been told he is the one to be the clan's champion against a powerful evil.

Sex:	Male
Age:	Unknown
Height:	240 Centimeters
Weight:	283 Kilos
Likes:	Tournaments, Babysitting
Hates:	Taking baths, unjust people
Interests:	Eating, Training
Treasures:	The Knight's ring (given him by a warrior priest)
Family:	Wife-Gyashii (currently living with her father the Clan leader)
Character:	Kind
Home World:	"Gurdjeff"
Reason For Entering:	Training, To fight the Great Evil

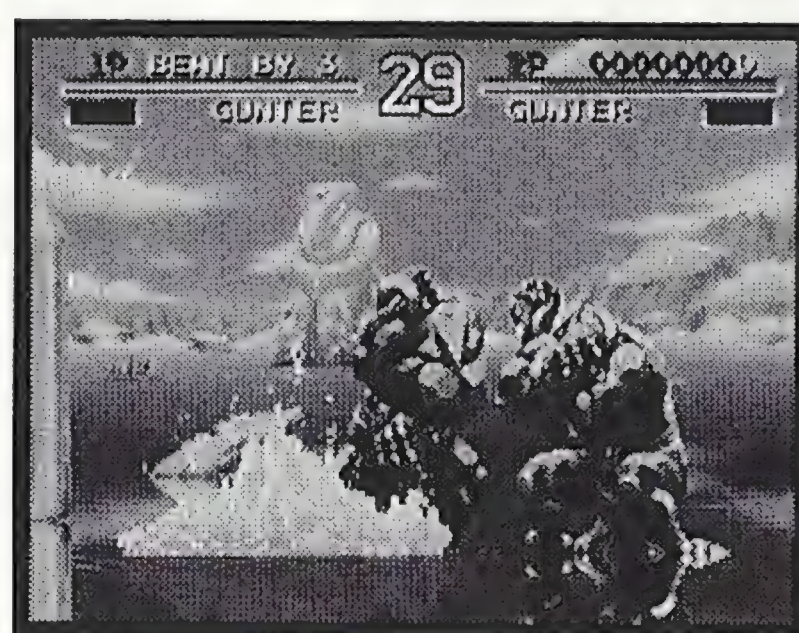


SPECIAL ATTACKS



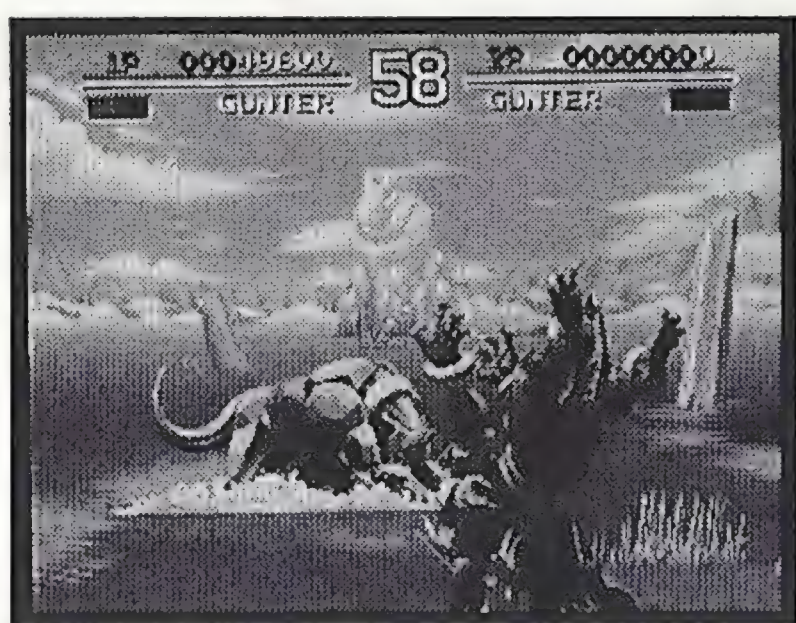
Bull Bomber

→ ↓ ↘ + attack button



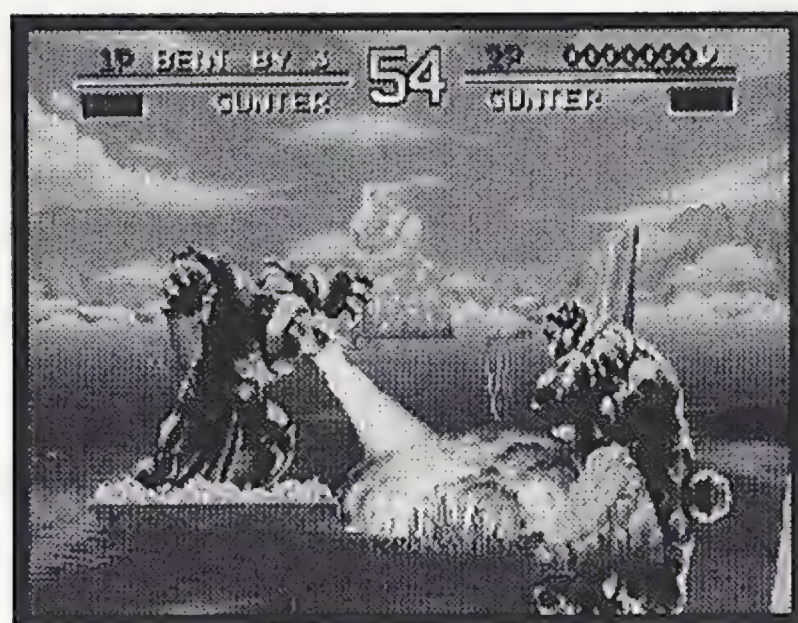
Bull Shoulder

← Hold → + attack button



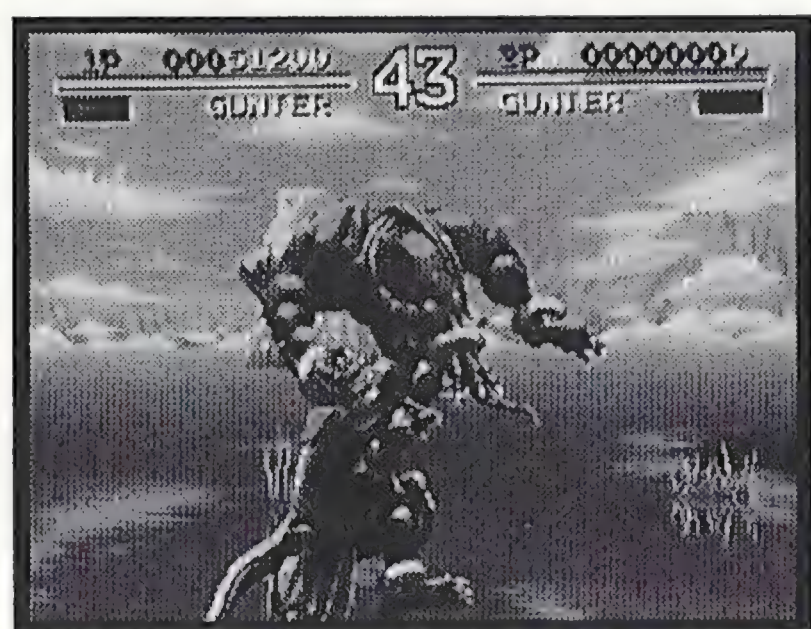
Wild Shake

Move close to opponent, and roll thumb once around D-Pad + attack button



Bull Breath

→ ↘ ↓ ↙ ← + attack button



Hammer Break

Move close to opponent, and roll thumb once around D-Pad + light, normal and strong attack buttons together

SUPER ATTACK

Bull Smash


Move close to opponent, and press D-Pad left or right + strong attack button

All attack commands are for when character is facing right. Reverse commands when character is facing left.

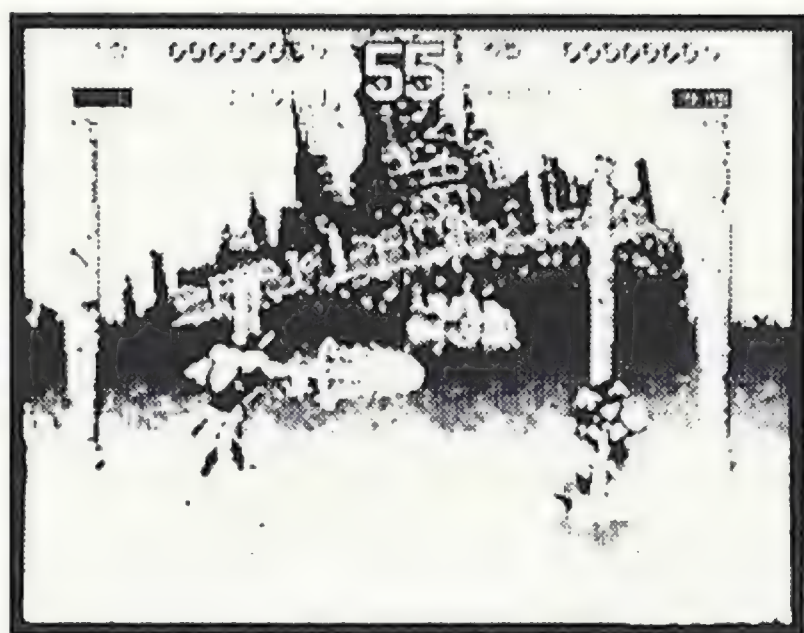
ALVAN

"PRINCE OF THE LOST KINGDOM"

Is the rightful prince of the world Rosaris. He uses his magical power in battle.

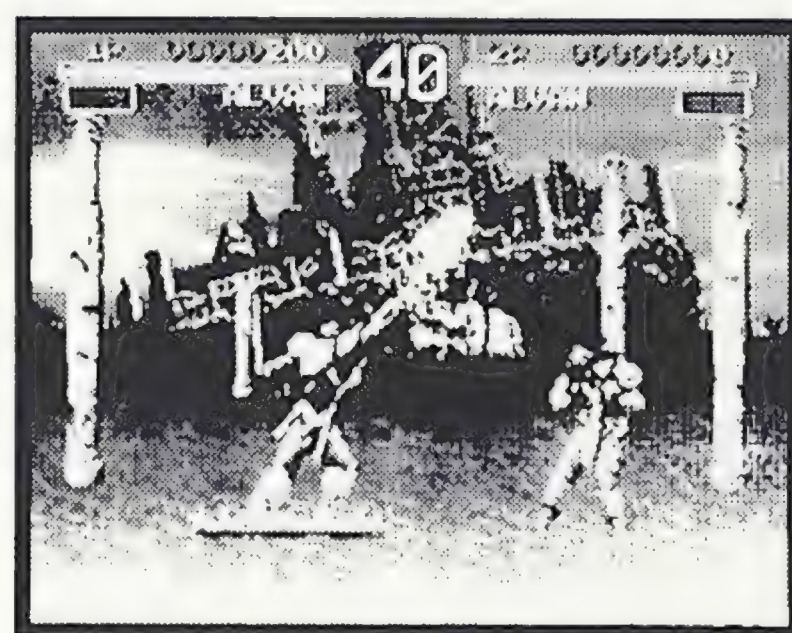
Sex:	Male	
Age:	93 Years Old	
Height:	153 Centimeters	
Weight:	46 Kilos	
Likes:	Reading and writing	
Hates:	Dark Magic	
Interests:	The Magical Arts	
Treasures:	His birthplace of Rosarius	
Family:	Father, Mother, Sister (dead)	
Character:	Somewhat introverted	
Home World:	Rosarius	
Reason For Entering:	Defeat Felden Cryce and regain his rightful throne	

SPECIAL ATTACKS



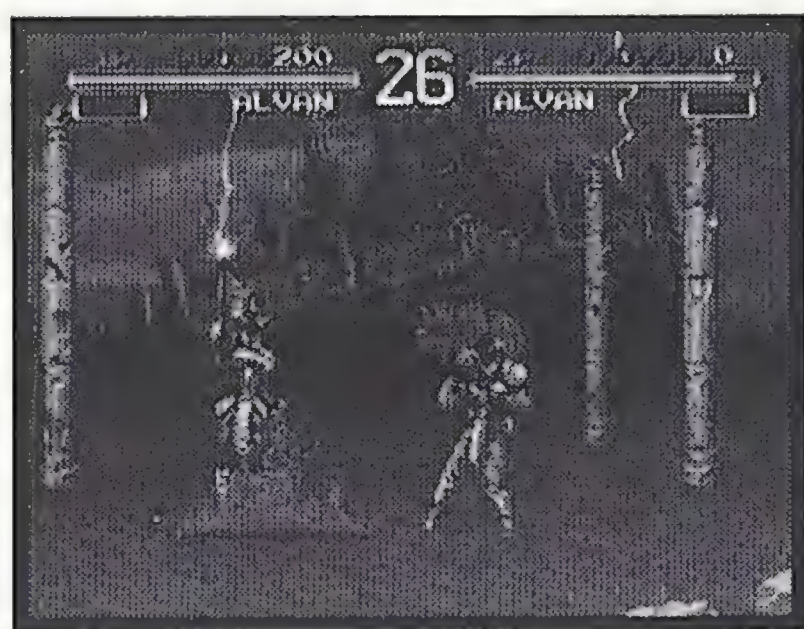
Al-Blast

↓ ↘ → + attack button



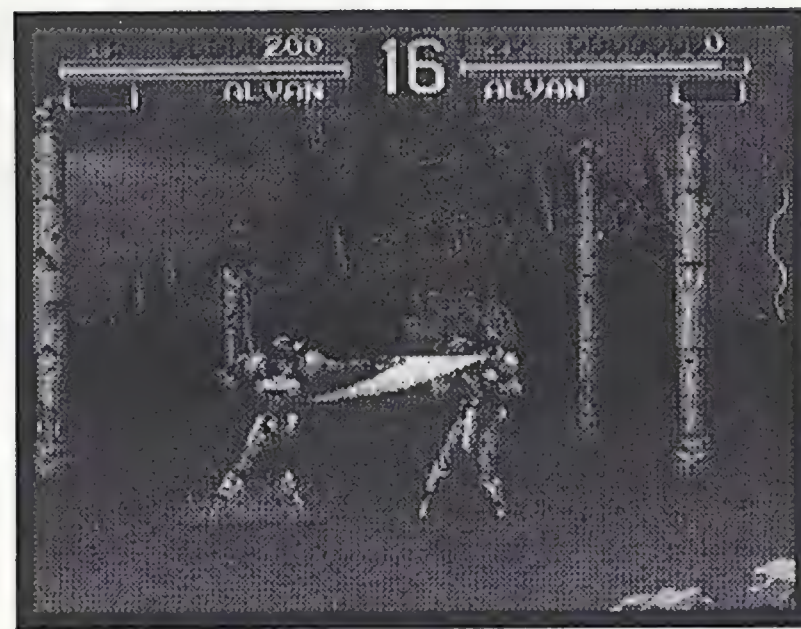
Aerial Al-Blast

→ ↓ ↘ + attack button



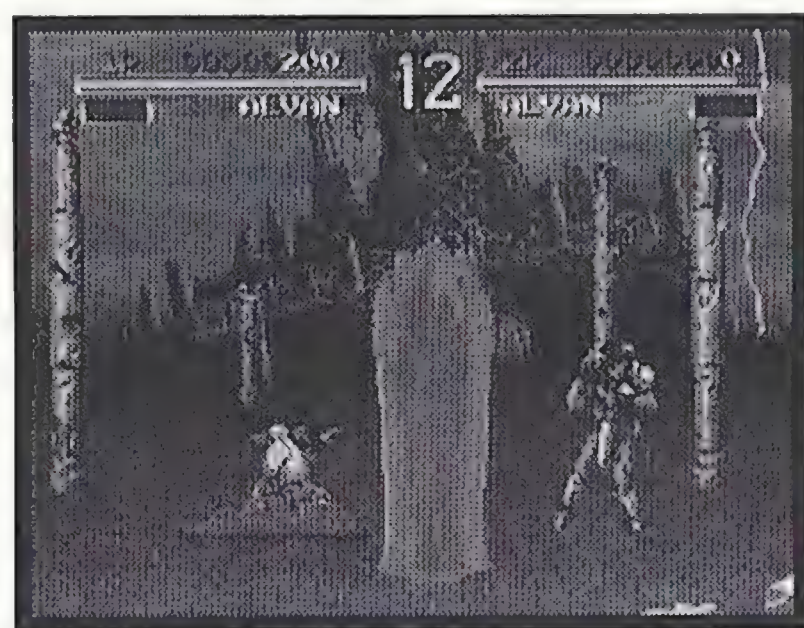
Al-Thunder

↓ Hold ↑ + attack button



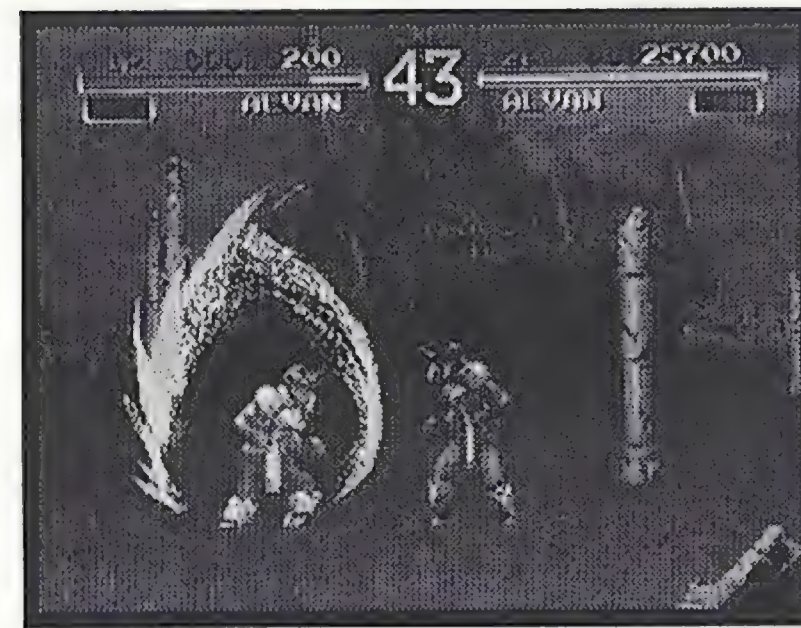
Al-Slugger

Light, normal and strong attack buttons together



Al-Fire

← ↗ ↓ ↘ → + attack button



Super Al-Bang

→ ← ↗ ↓ ↘ → + light, normal and strong attack buttons together when power bar is flashing

SUPER ATTACKS

Head Butt

Move close to opponent, and press D-Pad left or right + normal attack button

Gun Barthrough

Move close to opponent, press D-Pad left or right + strong attack button, then hit attack button repeatedly

Al-Dazer

↑ + normal attack button during vertical jump

All attack commands are for when character is facing right. Reverse commands when character is facing left.

G. DONE

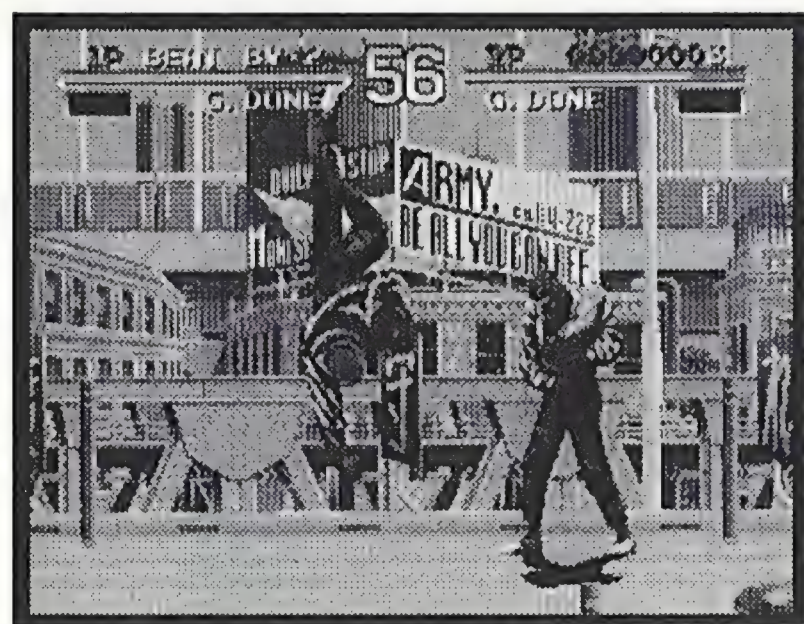
"THE BLANK MAN"

This poor creature has no memory of anything, and no idea who he is or where he comes from. The only thing that keeps him going is a voice inside his head. He must find the source of the voice...



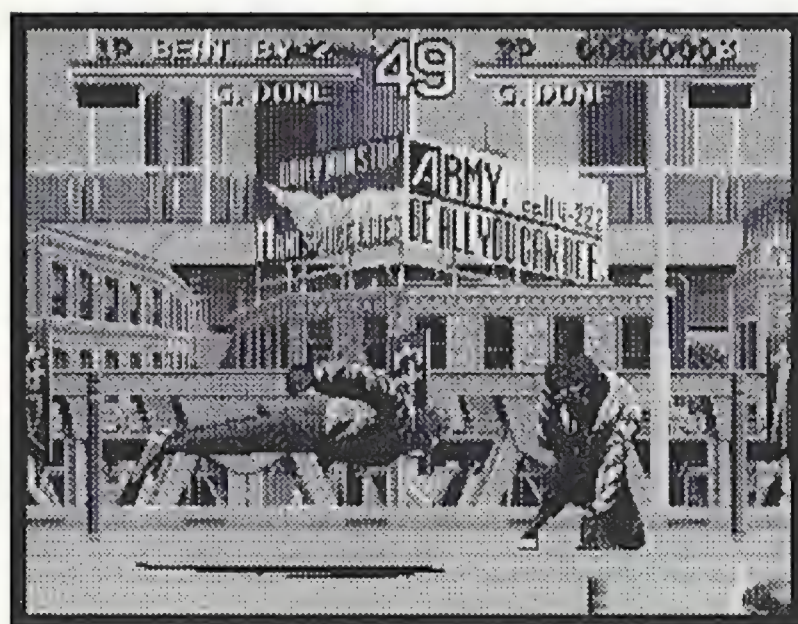
Sex:	Unknown
Age:	1000 Years Old
Height:	189.3 Centimeters
Weight:	58 Kilos
Likes:	Black coffee (in cans)
Hates:	Overfriendly people
Interests:	Music
Treasures:	A necklace given him by his deceased fiancée
Family:	Unknown
Character:	Suffers from headaches
Home World:	Unknown
Reason For Entering:	To find the source of the voice in his head

SPECIAL ATTACKS



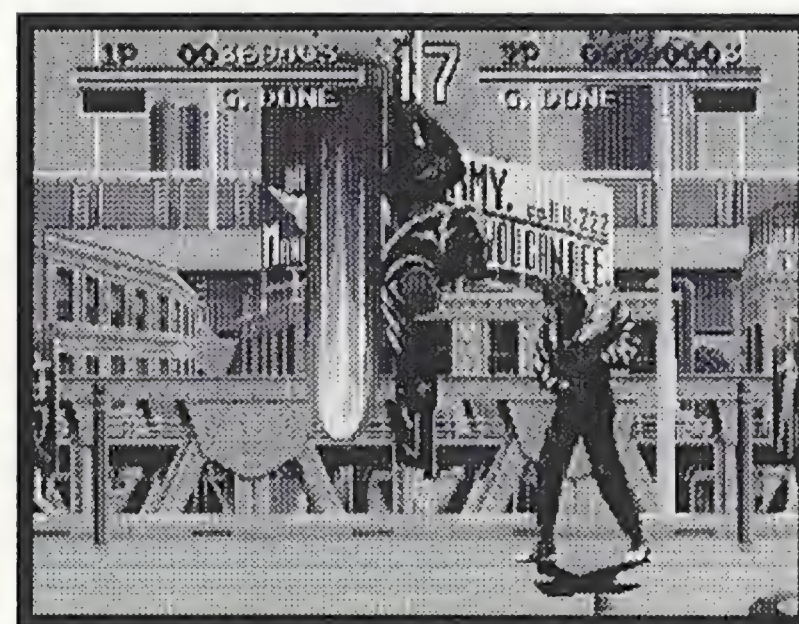
Hurricane Bolt

↓ ↘ → + attack button
during jump



Diving Head Butt

→ ↓ ↘ + attack
button when dashing



Final Mega Driver

→ ↓ ↘ + attack
button during jump

Shoring Roll

Flying Cross Chip

Back Attack

↓ ↘ → + attack button

← ↗ ↓ ↘ → + attack button during jump

→ ↘ ↓ + attack button during jump

SUPER ATTACKS

- Double Knee Kick** ➡ + light attack button when close to opponent
- Front Suplex** ⬅ + light attack button when close to opponent
- German Suplex** ➡ + normal attack button when close to opponent
- Brain Buster** ⬅ + normal attack button when close to opponent
- Tombstone** ➡ + strong attack button when close to opponent
- Pile Driver** ⬅ + strong attack button when close to opponent
- Block Buster** ⬅ + strong attack button when close to opponent
- Overhead Kick** ↘ + strong attack button

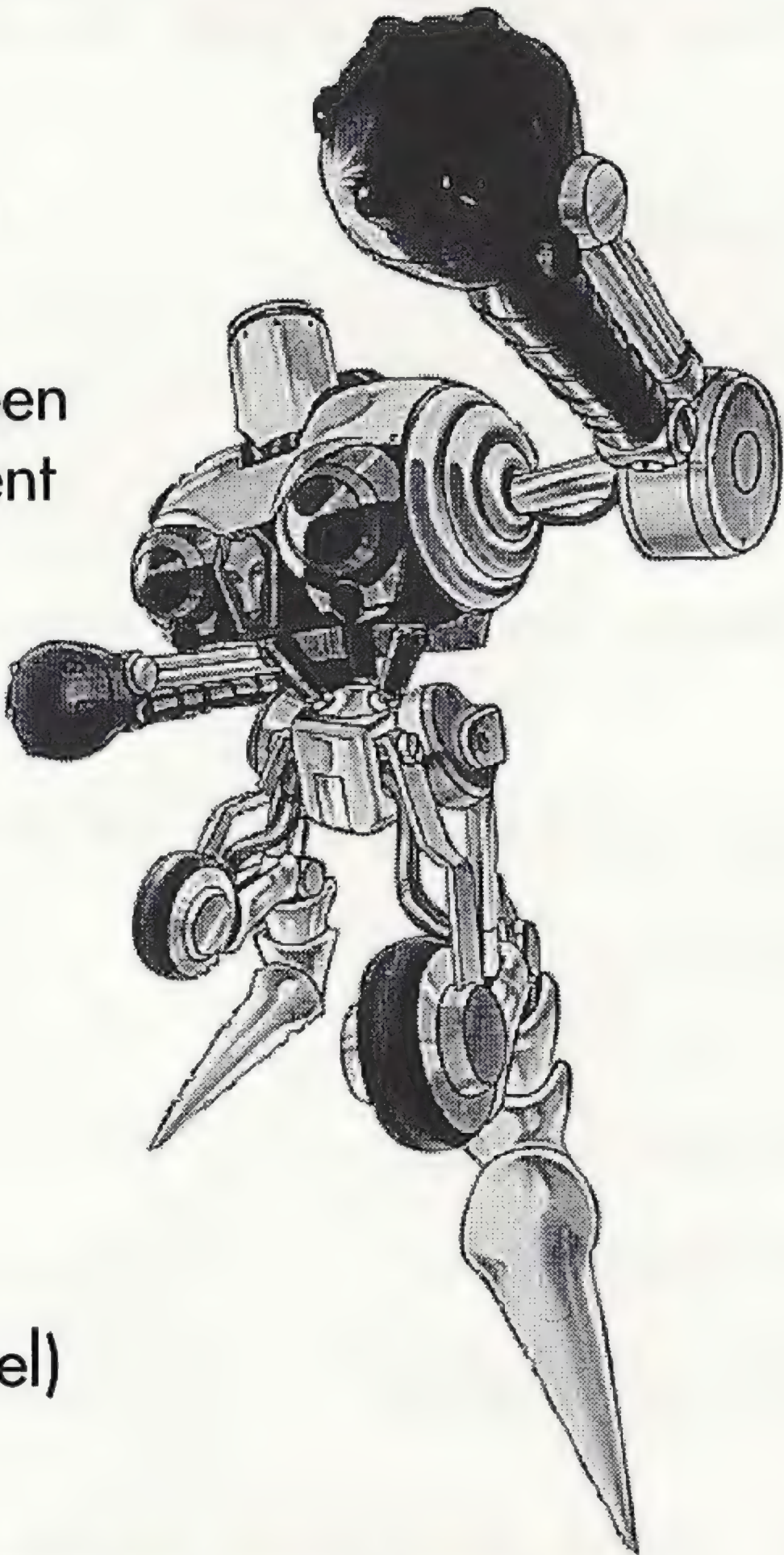
All attack commands are for when character is facing right. Reverse commands when character is facing left.

MUSAFAR

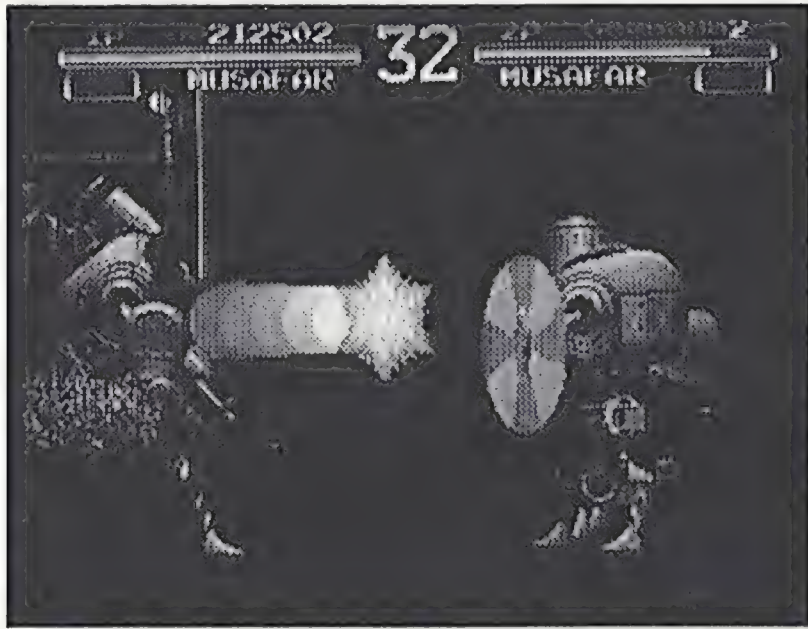
“STATE OF THE ART EMPIRE BATTLE MACHINE”

The Fakyll Empire’s newest technology has been used to create this battle robot. It has been sent to gather data on battle techniques.

Sex:	Unknown
Age:	Unknown
Height:	220 Centimeters
Weight:	560 Kilos
Likes:	Oil and Electricity
Hates:	Rust
Interests:	None
Treasures:	None
Family:	None (Prototype Model)
Character:	The direct type
Home World:	Farkyll
Reason For Entering:	To obtain battle data for the Farkyll Empire.

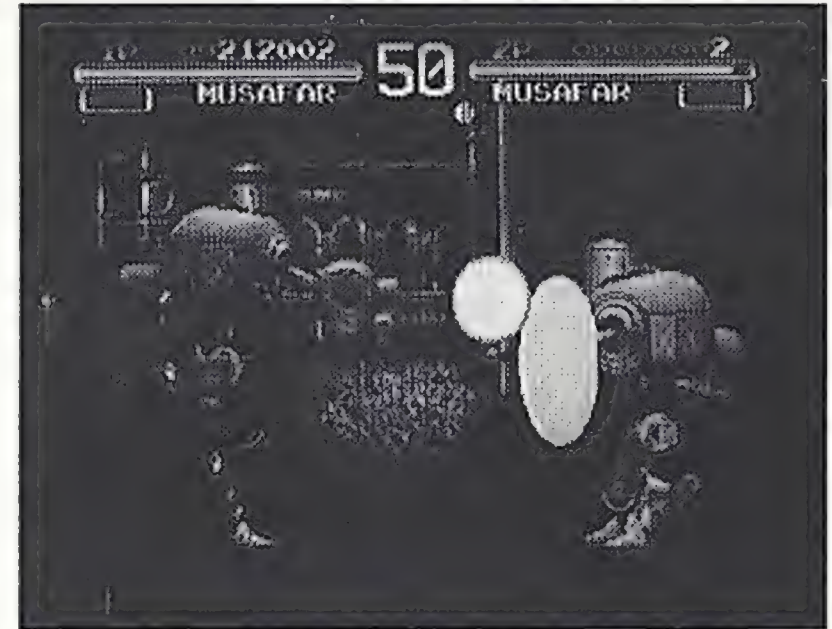


SPECIAL ATTACKS



Musafar Punch

→ ↘ ↓ ↙ ← + attack button



Musafar Missile

← Hold → + attack button

Musafar Kick

↑ Hold ↓ + attack button

Moon Spiral Leg Hammer

Roll thumb once around D-Pad + attack button

SUPER ATTACKS

Face to Knee Kick Move close to opponent, and press D-Pad left or right + normal attack button

Hard Slam Move close to opponent, and press D-Pad left or right + strong attack button

Air Throw Move close to airborne opponent, and press D-Pad left or right + normal attack button

Head Crusher Move close to airborne opponent, and press D-Pad left or right + strong attack button

Reverse Spin Kick → + strong attack button when guarding

***Reverse Back
Knuckle*** ↘ + strong attack button when guarding

Head Upper D-Pad down + light attack button when dashing

Sliding Kick D-Pad down + normal attack button when dashing

Head Sliding D-Pad down + strong attack button when dashing

All attack commands are for when character is facing right. Reverse commands when character is facing left.

BONUS BOY

Has come to learn martial arts. He wants to meet and fight the strongest fighters in the Galaxy. He wears a red head band given to him by his tribe of warriors.

JACOB

Comes from the holy land of Lutesia. He can transform into any shape he desires, not only taking the opponent's form but their power and speed as well. He has come to take Feldon Cryce's form and defeat him with his own power.

FELDEN CRYCE

The most powerful and longest lived creature in the Galaxy, using the 1,000 years of his life to become powerful.
His plan is to take control of all the worlds of the galaxy and rule them with his Iron will and super powers.

Sex:	All encompassing
Age:	As old as the galaxy
Height:	Can change size at will, from the height of a lightning bolt to the size of a grain of rice.
Weight:	He is an Immovable Force
Likes:	War, Himself
Hates:	Weakness and softness
Interests:	Destruction
Treasures:	The Galaxy
Family:	Fernandez, Felbachoff
Character:	Evil incarnate
Home World:	The Absolute

NOTES

90 - DAY LIMITED WARRANTY

CD based game

SUN CORPORATION warrants to the original consumer purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during 90-day limited warranty period, SUN CORPORATION will repair or replace the defective product, at it's option, free of charge. To receive this warranty service, contact either your product dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

SUN CORPORATION OF AMERICA
18008 Skypark Circle,
Suite 140,
Irvine, CA 92714

Be sure to include your name, address and phone number, plus a brief description of the fault. Products returned without proof of the date of purchase or after the 90-day warranty period, will at SUN CORPORATION's option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to SUN CORPORATION.

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